

ABSTRAK

FITRIANA PUSPA HIDASARI: Pengembangan Model Permainan *Adventure* Untuk Meningkatkan Kinestetik Anak Usia Dini. **Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2014.**

Penelitian ini bertujuan untuk menghasilkan model permainan *adventure* untuk meningkatkan kinestetik anak usia dini. Pengembangan model ini diharapkan menjadi model yang baik dan efektif.

Dalam penelitian pengembangan, langkah-langkah yang harus ditempuh meliputi: (1) studi pendahuluan, (2) perencanaan, (3) mengembangkan produk awal, (4) ujicoba awal, (5) revisi untuk menyusun produk utama, (6) uji coba lapangan utama, (7) revisi untuk menyusun produk operasional, (8) uji coba produk operasional, (9) revisi produk final, dan (10) diseminasi dan implementasi produk. Uji coba penelitian dilakukan terhadap tiga sekolah TK yang terdapat siswa berusia 4-6 Tahun. Uji coba skala kecil dilakukan kepada 17 siswa *My Little School* Sleman. Uji coba skala besar dilakukan kepada 42 siswa di *My Little School*, Wijayadanu, dan Masyitoh 4. Instrumen pengumpul data penelitian terdiri dari 6 instrumen meliputi faktor desain model permainan dan materi dalam permainan *adventure* untuk meningkatkan kinestetik anak usia dini. Teknik analisis data terdiri dari teknik analisis data deskriptif kuantitatif dan teknik analisis data deskriptif kualitatif.

Hasil akhir dari penelitian adalah sebuah produk berupa model permainan *adventure* untuk meningkatkan kemampuan kinestetik anak usia dini. Permainan *adventure* adalah sebuah model permainan yang didesain untuk anak-anak usia dini dengan spesifikasi usia 4-6 tahun, permainan ini menerapkan konsep-konsep dari sebuah kegiatan *adventure* yaitu: (1) penjelajahan/perjalanan, (2) eksplorasi lingkungan, (3) konsep luar ruangan, (4) keberanian dan berjuang, (5) adanya penemuan, (6) memberi pengalaman, dan (7) halang rintang. Model permainan *adventure* untuk meningkatkan kemampuan kinestetik anak usia dini dikemas kedalam sebuah buku manual dan didampingi dengan *Digital Versatile Disc* (DVD). Pada akhir tahap penelitian dapat ditarik kesimpulan bahwa model permainan *adventure* untuk meningkatkan kemampuan kinestetik anak usia dini sangat baik dan efektif, sehingga model permainan layak digunakan.

Kata Kunci: Pengembangan, Model, *Adventure*, Kinestetik, Anak usia dini (4-6 Tahun)

ABSTRACT

FITRIANA PUSPA HIDASARI: *The Development of a Model of Adventure Game to Improve Children's Kinesthetic in Early Age.* Thesis. Yogyakarta: Graduate School, State University of Yogyakarta, 2014.

This study aims to produce a model of *Adventure* games to improve children's kinesthetic in early age. The development of this model is expected to become a satisfactory and effective model.

In this developmental research, the steps that must be followed are: (1) Introduction study, (2) Planning, (3) Improving the first product, (4) The first trial, (5) Revision for arranging the main product, (6) The trial of the main field, (7) Revision of operational product, (8) The trial of operational product, (9) Revision of final product, and (10) The dissemination and the implementation of product. The research trial was made at the three Kindergarten which consisted of students 4-6 years old. The small scale trial was done in 17 students of kindergarten school *My little School* Sleman. The big scale trial was done in 42 students Kindergarten consists of *My Little School*, *Wijayadanu*, dan *Masyitoh* 4. The instrument of data collection of this research consisted of 6 instruments covered games design model factor and material inside the *adventure* game in order to improve kinesthetic of early age children. Data analysis technique consisted of quantitative descriptive data analysis technique and qualitative descriptive data analysis technique.

The final result of this research a product like *adventure* games model to improve kinesthetic ability children in early age. *Adventure* game is a model of game designed for early age children specifically for 4-6 years old children, this game applies concepts of an *adventure* activity such as: (1) Exploring/journey, (2) Exploring the environment, (3) Outside concept, (4) Braveness and struggle, (5) The existence of discovery, (6) Giving experience, and (7) Obstacle. *Adventure* games model to improve kinesthetic ability of children in early age is cased up in a manual book and accompanied with Digital Versatile disc (DVD). In the last step of the research, it can be concluded that *adventure* games model to improve kinesthetic ability of early age children has very good and effective, so that ready to use.

Key words: *Improvement, Model, Adventure, Kinesthetic, Early age Children (4-6 years old)*